```
WAI::IView
    + getTypes()
    + emplace back()
    + erase()
    + ~IView()
WAL::View < Components >
  entities
 types
+ begin()
+ end()
+ size()
+ front()
+ back()
+ getTypes()
+ emplace_back()
+ erase()
+ View()
+ View()
+ ~View()
+ operator=()
```